

Fig 1

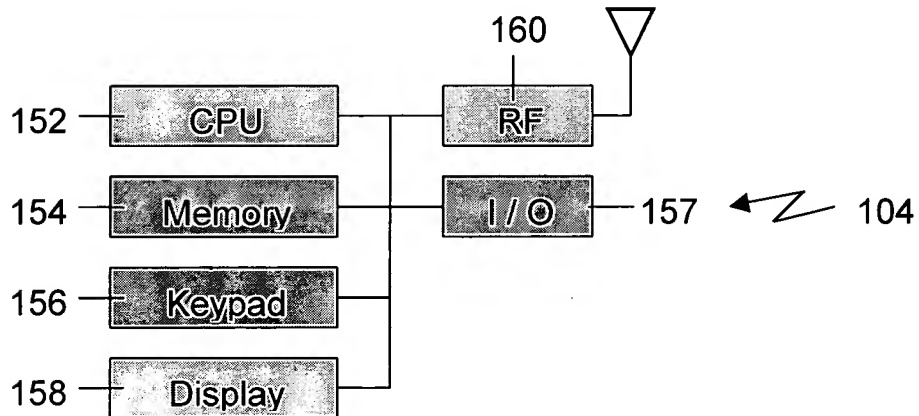


Fig 2

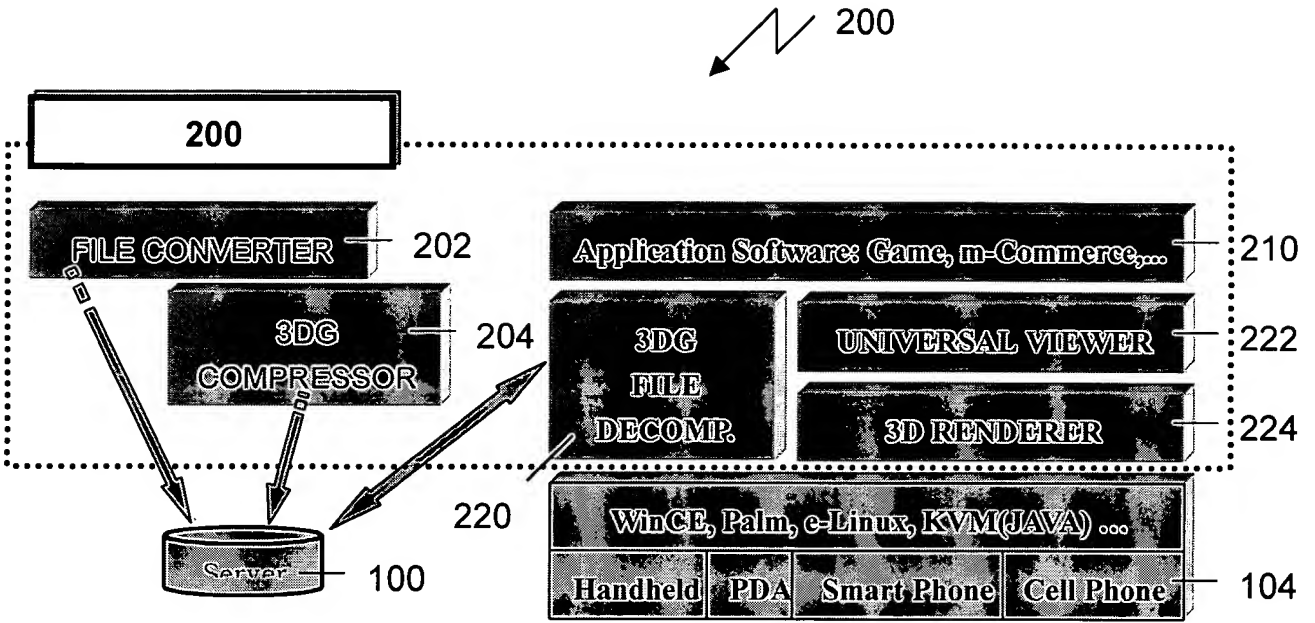


Fig 3 WIRELESS DEVICE

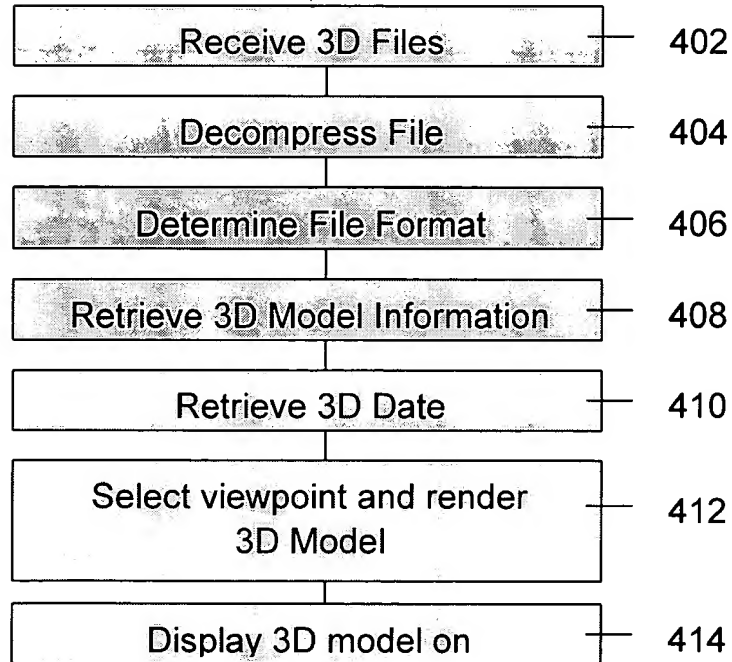
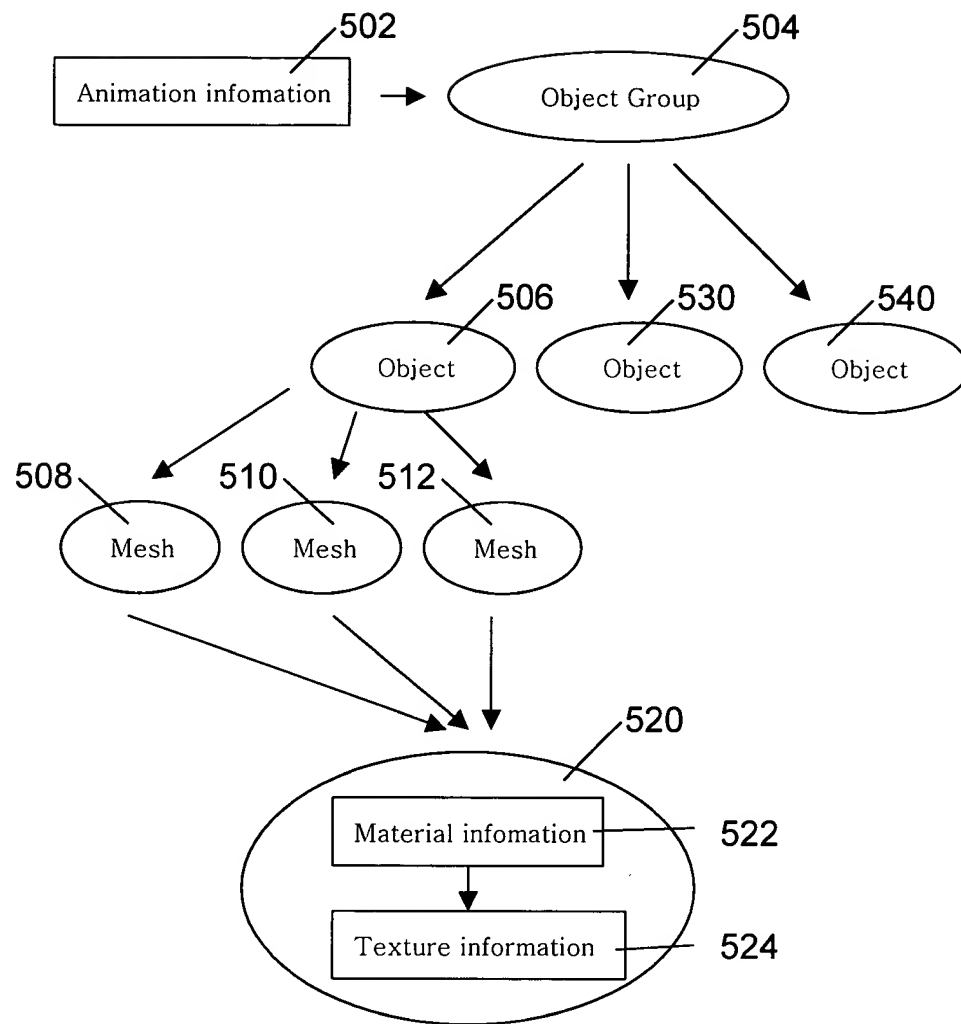


Fig 4

3d modeling data structure



Object Group : animation information

Object : x,y,z position

Mesh :

Vertex Info : x,y,z position

Polygon Info : Information on vertex that make up polygon

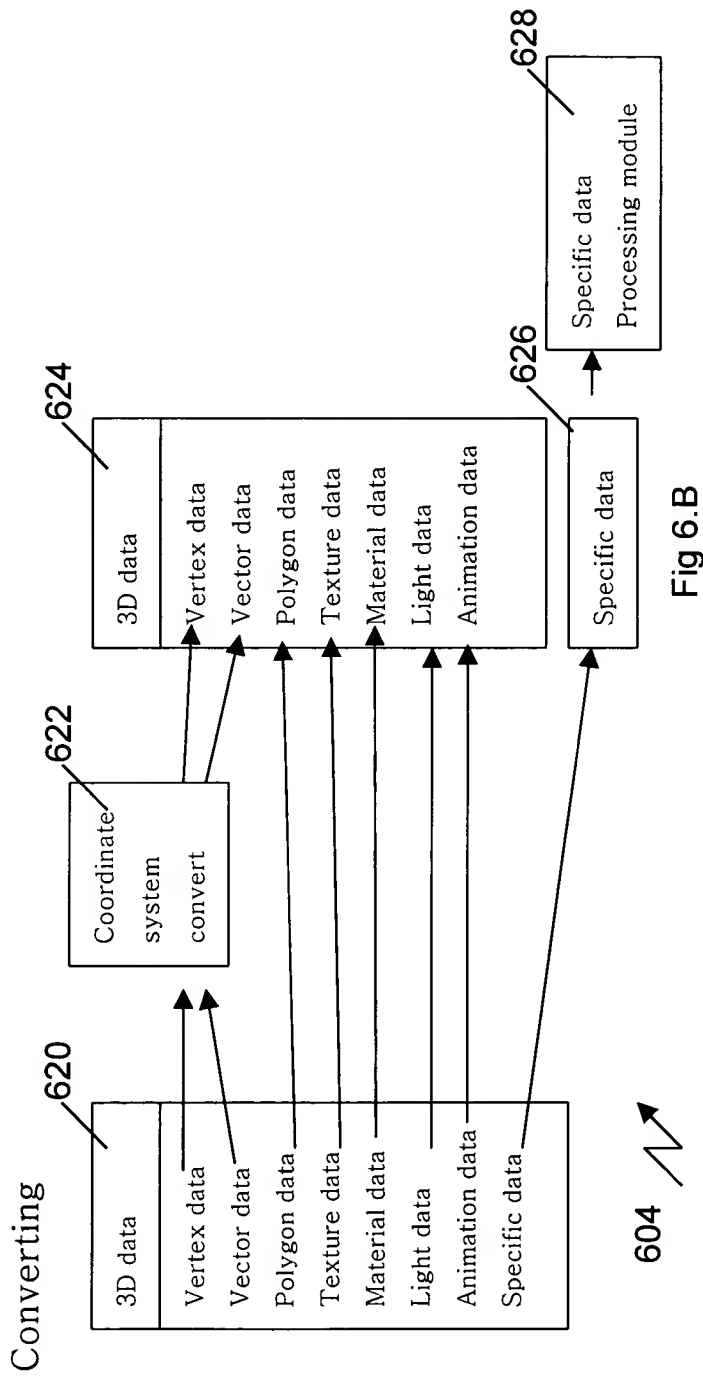
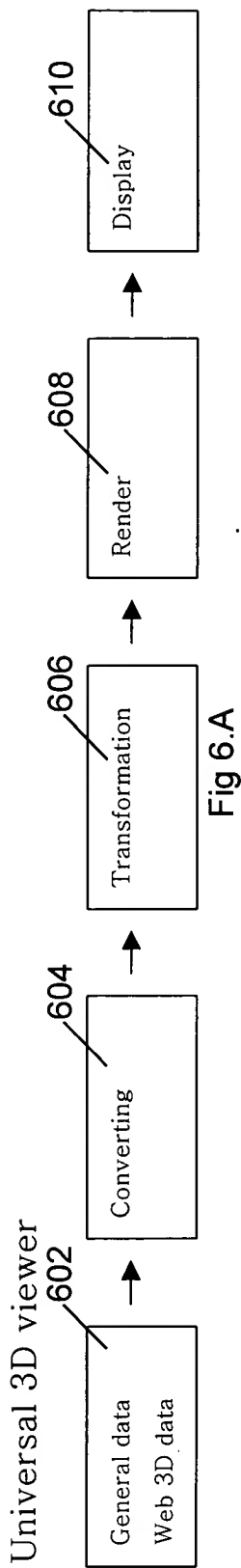
Vector Info : Normal vector info needed to calculate lighting

Texture Info : texture coordinate info

Material Info : material index info

Lighting Info :

Fig 5



09/28/81 11:00

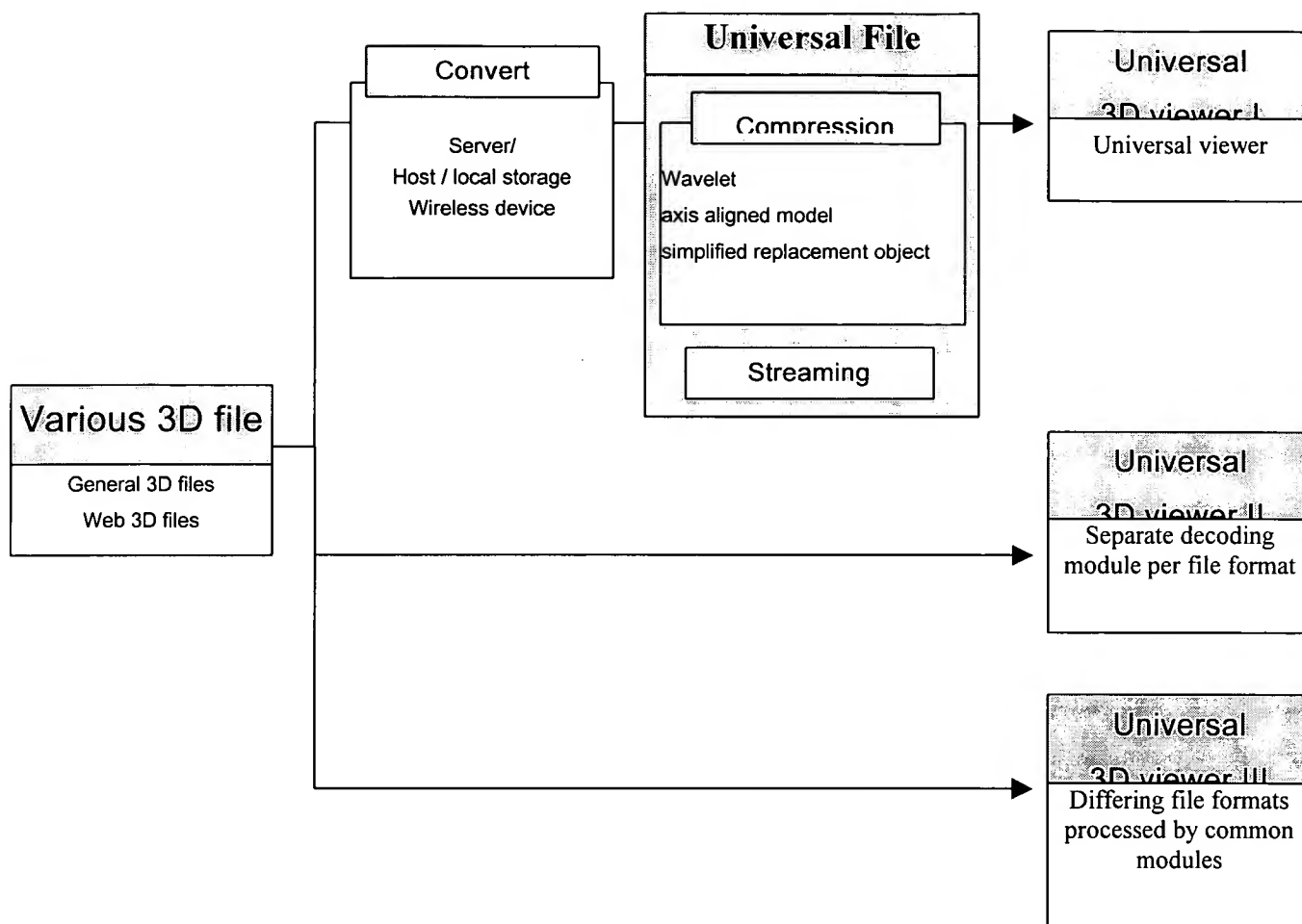
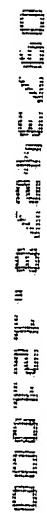
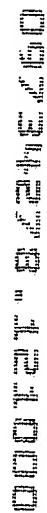


FIG. 7A

067348-11



067348-11



067348-11

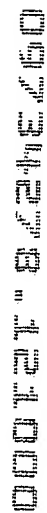
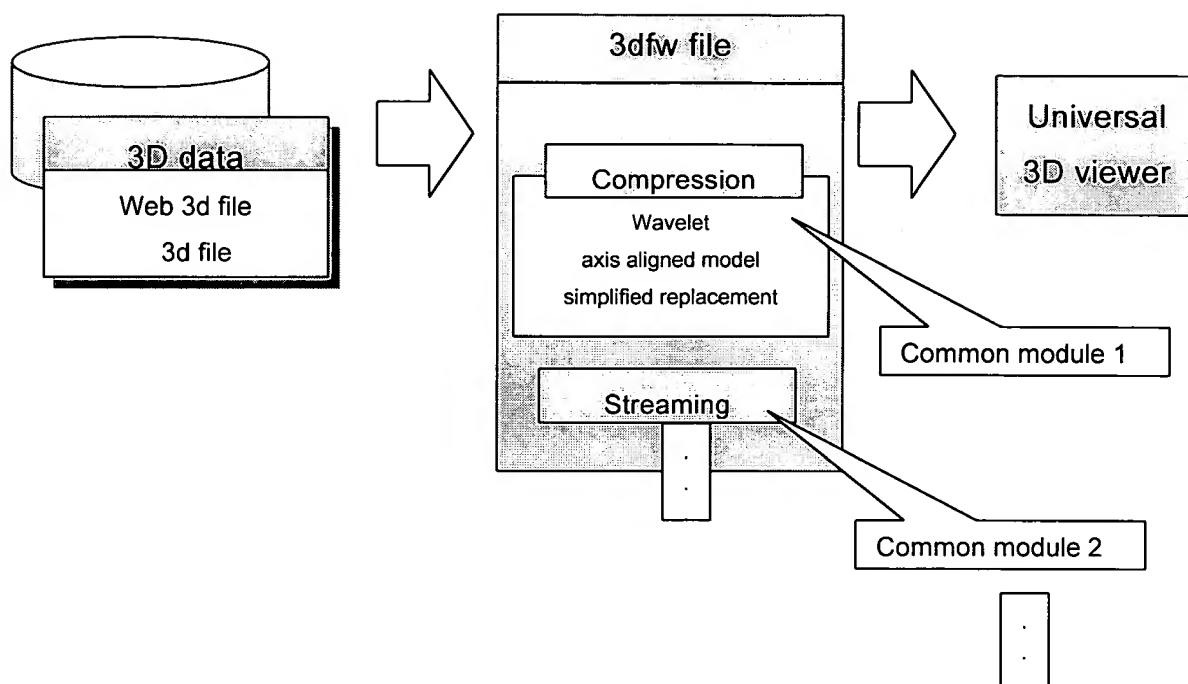
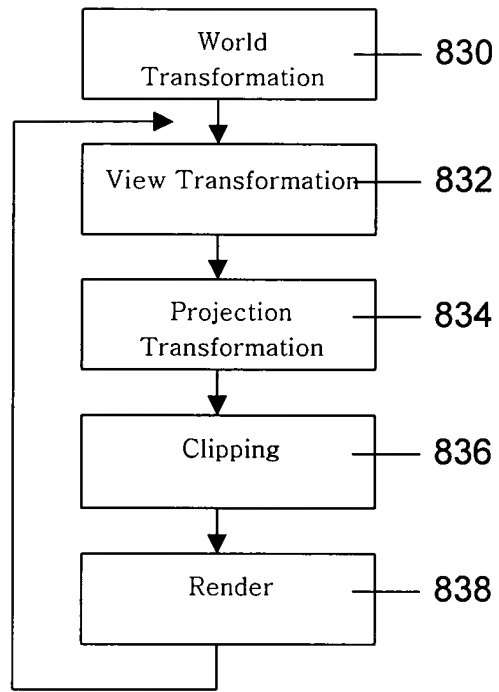


FIG. 7E





< rendering of stationary objects >

Fig 8